

OCT 10 1921 ✓

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BREAKING THROUGH ✓

Photoplay in two reels ✓

Episode 6 ✓

Story and scenario by C. Graham Baker ✓

Directed by Robert Ensminger ✓

Author of Photoplay (under Sec. 62) Vitagraph
Company of America of the United States. ✓

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"BREAKING THROUGH"

Author: C. Graham Baker

Director: Robert Ensminger

EPISODE VI

Two Reel Drama

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SYNOPSIS

Bettina huddles in her tent, helpless before the stealthy approach of the thieving Indian. Blivins has been laid low by a blow on the head. The Indian sees Bettina's shadow on the tent wall and sees success to his nefarious scheme. With quick ingenuity, Bettina places the candle so that a better shadow is thrown on the tent wall. Remembering the superstition of the Indian she makes a desperate effort at shadowgraphy, twining her hands so that wild animals - enlarged, appear on the tent wall. The Indian pauses, awed. Bettina continues her shadowgraphy - interpolating a view of herself imploring the Great Spirit - and behaving in a manner that utterly terrifies the Indian. He plunges off, anxious to get as far away as possible. Bettina hears him go and revives Blivins, who was merely stunned. Meanwhile, Warde, tied and lying on the rock in the fast current, is in imminent danger of being swept to his doom by the rising waters. At dawn, Bettina and Blivins are on their way toward Natoka. They come to the stream where Warde is in danger - Bettina undertakes to save him. She climbs out over a branch, but Warde is not directly underneath, and there is no room for another person on the rock. The slightest push will send Warde off. Bettina forms the rope into two gymnasium "rings" - swings by her knees to and fro, gradually nearing Warde on the rock. With a knife in one hand, she clutches the rock and succeeds in cutting Warde's bonds. He releases his feet and when she throws him a rope, he is able to catch it. Thus he is saved. He introduces himself and senses a familiarity in Bettina. She introduces herself as Betsy Blivins - and he is temporarily deceived. He offers to guide them to the town. The miners and workmen have been apprised of the pending arrival of a female storekeeper and are resentful. They picture some lantern-jawed old maid, and plan to give her a scare that will send her back toward civilization. Accordingly, by means of wool whiskers, glued on, and the free use of burnt cork, they make-up as terrible characters. Get out gambling implements and firearms and rehearse a scene of the utmost toughness. Bettina, Warde and Blivins near the town and the gang is notified. They start the ructions. One man, with ketchup on his face is carried out - "dead" to where Bettina is having the horses cared for. The two men carrying the third are so amazed at finding Bettina so totally different from their expectations, that they unceremoniously drop the "dead" man on his nose and rush to the trough to make themselves more presentable. The "dead" man nursing his bruised nose, gives the plan away to Bettina and Warde. Warde wants to interfere, but Bettina mischievously asks to go ahead alone. She reaches the store, where the gang are acting as tough as possible. Bettina comes in, casually paying no attention to their ferocious actions, other than to remark that she is glad the town is so quiet and peaceful, and the natives so well-mannered. The "bad men" stand aghast at this, not understand-

ing how Bettina can have failed to be scared by their carryings-on. They sheepishly file out, meeting the "dead" man and Warde and begin to see where they were double-crossed. Bettina comes out and joins in the laugh at their expense, offering to sell them soap to remove the burnt cork from their faces. All dash off to the trough to wash up. Warde escorts Bettina and Blivins to a cottage that has been prepared for her coming. Bettina and Warde have a slight tiff, when he presumed to kiss her hand while she cupped her hands to give him a drink. Moakley too had seen Bettina's rescue of Warde and expresses his admiration for the girl. In the evening Blivins serves the supper and Bettina has hard work making him pretend that he is her father and not her butler. Moakley calls to get acquainted. Bettina resents his familiar manner. Warde anxious to apologize for his presumption, also calls, and seeing Moakley, tells Bettina that as Moakley represents the force opposing the construction of the railroad, he would rather have her not receive him. Bettina resents his further presumption at selecting her friends for her and defends Moakley. Warde exits, with Blivins, telling him that Moakley is no fit companion for his daughter, and asking Blivins to do something about it. Blivins shows how little chance he has of making Bettina do anything she does not want to. In the house, Moakley assuming that he has made a hit with Bettina, attempts to kiss her. She throws hot coffee in his face and has Blivins show him out. Moakley swears revenge. Later, that night, some of the miners, anxious to get square with Bettina for having turned the laugh on them, plan a mild initiation. They tie Blivins to a chair and carry Bettina off a short distance, tying her to a tree and speaking of leaving her there for several days. They mention wolves. Bettina is frightened. ~~Moakley~~ Moakley riding by overhears the talk of the miners and plans a little scheme of his own. Hiding his face, he creeps to the tree where Bettina is tied and cuts her bonds, leading her back through the woods. Blivins works free of his bonds, notifies Warde and Warde hurries to the scene, holding up the miners, and then learning for the first time that it is all a joke. But when they go to release Bettina they find her gone. Moakley forces his attentions on Bettina who repulses him. Goaded to desperation, Moakley throws her on his horse and gallops off. Warde and the others hear Bettina's screams and pursue on foot. Bettina fights Moakley on the horse, and the animal, frightened, runs off the trail toward a cliff. Moakley realizes the danger, but Bettina is frantic in her fright. The horse continues, reaches the edge of the cliff, and plunges over with its double burden, toward the rocks or water below.

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